# ELECTRONIC ARTS

## THE ARCHON COLLECTION                    C64/128

**To Start**
Turn on the disk drive, monitor/tv and computer; insert disk. Type LOAD"EA",8,1 and press Return.

**Options**
To select a one or two player game press F3. To select who goes first, Light or Dark press F5. Press F7 to start the game. Note: If you do not make a selection and start a game for some time the computer will start a demonstration.

## ARCHON

**Handicapping**
The greater the difference in rank between the two players, the greater the higher-ranked player's handicap. A handicapped player's icons and missiles move more slowly, and missiles take longer to reload. For the maximum possible handicap, the weaker player should choose Beginner and stronger player Advanced.

**Moving**

1. **Strategy**   Use your joystick to move icons and frames, and press the button to start and finish moves. See your manual for more detailed instructions.

2. **Combat**   Use the Following instructions for each icon:

    **Knight or Goblin**   Move the joystick toward the enemy and press the button to swing your weapon.

    **Banshee**   Press button to initiate attack. Banshee can move while screaming.

    **Phoenix**   Press button to initiate attack. Phoenix cannot move until the explosion is over.

    **All Others**   Move joystick in the direction you wish to fire, and then press button to fire.

**Note**
Because of the 3-D simulation on the battlefield, a "hit" on the lower portion of an icon is likely to pass harmlessly in front of it. For best results, aim at the upper portion of the icon.

**Pausing or Quitting**
During play, pressing the **RUN/STOP** key at any time pauses the game. Resume play by pressing it a second time. Pressing **Q** (for "Quit") ends the game and returns you to the Board Screen.

## ARCHON II: ADEPT

**Handicapping**
Before starting your game, select your play level; Beginner, Standard, or Advanced. Beginners start with more magical energy, Advanced players start with less. The lower a player's level, as compared to and opponent's, the slower the opponent's icons, missiles, and attacks will move. In the case of Adepts, missiles not only move slower, they're also harder to control. Choose Advanced for the most skillful, and Beginner for the least skillful player to obtain the maximum possible handicap.

**Moving Icons on the Strategy Board**
The selection frame appears on your side of the board when it's your move. Use the joystick to place the frame over the icon you want to move and press the button. Next, move the icon (or the frame again in the case of Adepts) to the desired location and press the button again. For additional information about board movement rules, refer to the manual.

**Moving and Fighting on the Battleground**
You must fight for disputed territory when you enter a space occupied by an opposing icon. Use the joystick to move you icon. To fire, move the in the direction you want to aim and press the button at the same time. For additional information please refer to the manual.
*Note: Your Wraiths are visible when you play against the computer. Because the computer knows where they are, it's only fair that you know as well.*

**Casting Spells**
Place a frame over an Adept and press the button twice. Move the joystick forward and backward to scroll through the list of spells. Press the button to choose the spell you want. Choose "**Cease Conjuring**" if you change your mind. Move the frame over your citadel and press the button if you change your mind in kid-spell. To change your mind during a Summon spell, select the blank square at the bottom of the listed icons.

Casting spells costs magic energy. Occupying power points increase your energy. Your total energy is displayed on the bar that appears next to the board during your move. *Note: The Apocalypse spell is automatically invoked when you lose all your Adepts.*

**Starting Over in the Middle of a Game**
Press **Q** to return to the player/move menu choices.

**Pausing a Game in Progress**
Press the **RUN/STOP** key. Press it again to resume playing.